

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

~~a plurality of offer components, wherein each of said offer components has an activated and a deactivated state;~~

~~a plurality of awards, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of a game;~~

~~a mechanical wheel including a plurality of sections; wherein each section is associated with one of a plurality of different displayed component number modifiers, and each component number modifier has a displayed value;~~

at least one display device; and

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor programmed to operate with said the at least one display device, the at least one input device, and said mechanical wheel, for the a play of the a game, to:

(a) display a plurality of offer components, wherein each of said offer components has an activated and a deactivated state,

(ab) select at least one offer component to activate from the plurality of displayed offer components,

(bc) thereafter, display at least one of a plurality of the award values of at least one of a plurality of the awards associated with at least one of the activated offer components, wherein each of the plurality of awards is statically associated with one of the offer components for the play of the game, each of said plurality of awards has an

award value greater than zero, and a plurality of said award values have a same number of digits,

(ed) ~~determine and display an offer based on a~~ mathematical summation of the award values of all of the awards associated with the activated offer components, wherein said determined offer includes a plurality of activated offer components associated with the awards having award values with the same number of digits,

(de) display said determined offer,

(f) enable a player to accept or reject said determined offer, and

(g) provide said determined offer to the player if the player accepts said determined offer, and

(eh) if the player rejects said determined offer,;

(1) cause said mechanical wheel to generate and display a selection of at least one of the sections of the mechanical wheel, wherein each section of the mechanical wheel is associated with one of a plurality of different displayed component number modifiers, and each component number modifier has a displayed value~~displayed component number modifiers,~~

(2) change the state of at least one of said plurality of offer components, wherein the number of offer components changing state is based on the value associated with the selected component number modifier of the selected section of the mechanical wheel,

(3) ~~determine and display a~~ subsequent offer based on a mathematical summation of the award values of all of the awards associated with the currently activated offer components, wherein the award values of all of the awards associated with the currently activated offer components are each independent of the value ~~of associated with the selected component number modifier of the selected section of the mechanical wheel,~~ and

(4) reveal display the determined subsequent offer to the player.

Claim 2 (currently amended): The gaming device of Claim 1, wherein when executed by the at least one processor, said plurality of instructions cause the at least one processor to enables the player to accept or reject said determined subsequent offer.

Claim 3 (original): The gaming device of Claim 1, wherein said plurality of offer components are initially masked.

Claim 4 (currently amended): The gaming device of Claim 3, wherein when executed by said at least one processor, said plurality of instructions cause the at least one processor ~~is programmed to operate to~~ enable the player to activate at least one of said plurality of offer components.

Claim 5 (cancelled).

Claim 6 (original): The gaming device of Claim 1, wherein each of said plurality of offer components is associated with a probability of being activated.

Claim 7 (original): The gaming device of Claim 6, wherein said probabilities are different based on the award associated with the offer component.

Claim 8 (original): The gaming device of Claim 7, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being activated.

Claim 9 (currently amended): The gaming device of Claim 1, wherein when executed by the at least one processor, said plurality of instructions cause the at least one processor to select the award associated with each offer component ~~is selected~~ from a range of awards.

Claim 10 (currently amended): A gaming device comprising:

at least one input device;

at least one display device configured to display a primary game operable upon a wager by a player;

~~— a plurality of offer components in a secondary game, wherein each of said offer components has an activated and a deactivated state;~~

~~— a plurality of awards in the secondary game, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of the secondary game;~~

~~a mechanical wheel including a plurality of sections, wherein each section is associated with one of a plurality of displayed component number modifiers in the secondary game, and each component number modifier has a displayed value; and~~

~~a triggering event associated with said primary game, wherein after the an occurrence of said a triggering event associated with a play of said primary game, the secondary game is triggered and:~~

(a) a plurality of offer components of a secondary game are displayed, wherein each of said offer components has an activated and a deactivated state;

(b) at least one offer component from the plurality of offer components is activated,

(bc) thereafter, at least one of a plurality of the award values of at least one of a plurality of the awards associated with at least one of the activated offer components is displayed, wherein each of the plurality of awards is statically associated with one of the offer components for a play of the secondary game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits,

(ed) an offer is determined ~~and displayed~~ based on a mathematical summation of the award values of all of the awards associated with the activated offer components, wherein said determined offer includes a plurality of activated offer components associated with the awards having award values with the same number of digits,

- (de) said determined offer is displayed.
- (f) the player is enabled to accept or reject said determined offer, and
- (g) said determined offer is provided to the player if the player accepts said determined offer, and
- (eh) if the player rejects said determined offer;
- (1) a selection of at least one of the sections of the mechanical wheel
displayed—component—number—modifiers—is generated and displayed on—said
mechanical wheel, wherein each section of the mechanical wheel is associated
with one of a plurality of displayed component number modifiers, and each
component number modifier has a displayed value.
- (2) the state of at least one offer component is changed, wherein the
number of changed offer components is based on the value associated with the
selected—component number modifier of the selected section of the mechanical
wheel,
- (3) a subsequent offer is determined and—displayed—based on a
mathematical summation of the award values of all of the awards associated with
the currently activated offer components, wherein the award values of all the
awards associated with the currently activated offer components are each
independent of—associated with the value of the selected—component number
modifier of the selected section of the mechanical wheel, and
- (4) the determined subsequent offer is revealed—displayed to the
player.

Claim 11 (currently amended): The gaming device of Claim 10, wherein the player is enabled to accept or reject said determined subsequent offer.

Claim 12 (original): The gaming device of Claim 10, wherein said plurality of offer components are initially masked.

Claim 13 (cancelled).

Claim 14 (original): The gaming device of Claim 10, wherein each of said plurality of offer components is associated with a probability of being activated.

Claim 15 (original): The gaming device of Claim 14, wherein said probabilities are different based on the award associated with the offer component.

Claim 16 (original): The gaming device of Claim 15, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being activated.

Claim 17 (original): The gaming device of Claim 10, wherein the award associated with each offer component is selected from a range of awards.

Claim 18 (currently amended): A gaming device comprising:

~~_____ a plurality of offer components;~~

~~_____ a plurality of awards, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of a game;~~

~~a mechanical wheel including a plurality of sections; wherein each section is associated with one of a plurality of different displayed component number modifiers, and each component number modifier has a displayed value;~~

~~at least one display device; and~~

~~at least one input device;~~

~~at least one processor; and~~

~~at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor programmed to operate with said the at least one display device, the at least one input device, and said mechanical wheel, for the a play of the a game, to:~~

~~(a) _____ display a plurality of offer components,~~

~~(b) _____ select at least one offer component from the plurality of offer components,~~

~~(bc) thereafter, display at least one of a plurality of the award values of at least one of a plurality of the awards associated with at least one of the selected offer components, wherein each of the plurality of awards is statically associated with one of the offer components for the play of the game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits,~~

~~(ed) determine and display an initial offer based on a mathematical summation of the award values of all of the awards associated with the selected offer components, wherein said determined initial offer includes a plurality of selected offer components associated with the awards having award values with the same number of digits,~~

~~(de) display said determined initial offer,~~

~~(f) _____ enable a player to accept or reject said determined initial offer, and~~

(g) provide said ~~determined~~ initial offer to the player if the player accepts said ~~determined~~ initial offer, and

(eh) if the player rejects said ~~determined initial offer~~;

(1) cause said mechanical wheel to generate and display a selection of at least one of the ~~sections of the mechanical wheel, wherein each section of the mechanical wheel is associated with one of a plurality of different displayed component number modifiers, and each component number modifier has a displayed value~~ ~~displayed component number modifiers,~~

(2) change the selection of a number of said selected offer components, wherein the number of changed selected offer components is at least one and ~~is~~ based on the value associated with the ~~selected component number modifier of the selected section of the mechanical wheel,~~

(3) determine ~~and display~~ a subsequent offer based on a ~~mathematical~~ summation of the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value ~~of associated with~~ the ~~selected component number modifier of the selected section of the mechanical wheel,~~ and

(4) reveal ~~display~~ the ~~determined~~ subsequent offer to the player.

Claim 19 (currently amended): The gaming device of Claim 18, wherein when executed by the at least one processor, said plurality of instructions cause the at least one processor to enable the player to accept or reject said subsequent offer.

Claim 20 (original): The gaming device of Claim 18, wherein said plurality of offer components are initially masked.

Claim 21 (currently amended): The gaming device of Claim 20, wherein when executed by said at least one processor, said plurality of instructions cause the at least one processor to operate to enable the player to select at least one of said plurality of offer components.

Claim 22 (cancelled).

Claim 23 (original): The gaming device of Claim 1, wherein each of said plurality of offer components is associated with a probability of being selected.

Claim 24 (original): The gaming device of Claim 23, wherein said probabilities are different based on the award associated with the offer component.

Claim 25 (original): The gaming device of Claim 24, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

Claim 26 (currently amended): The gaming device of Claim 18, wherein when executed by the at least one processor, said plurality of instructions cause the at least one processor to select the award associated with each offer component is selected from a range of awards.

Claim 27 (currently amended): The gaming device of Claim 18, which when executed by the at least one processor, said plurality of instructions cause the at least one processor to operate with includes a component number modifier selector to operable with said processor to select at least one of the component number modifiers if the player rejects said offer.

Claim 28 (currently amended): The gaming device of Claim 27, wherein when executed by the at least one processor, said plurality of instructions cause the at least one processor to select said component number modifier selector ~~is selected from the~~ group consisting of lights, buttons, wheels, reels, dice and cards.

Claim 29 (currently amended): A gaming device comprising:

at least one input device;

at least one display device configured to display a primary game operable upon a wager by a player;

~~— a plurality of offer components in a secondary game;~~

~~— a plurality of awards in the secondary game, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of the secondary game;~~

~~a mechanical wheel including a plurality of sections, wherein each section is associated with one of a plurality of displayed component number modifiers in the secondary game, and each component number modifier has a displayed value; and a triggering event associated with said primary wagering game, wherein after the an occurrence of said a triggering event associated with a play of a primary game, the secondary game is triggered and:~~

(a) a plurality of offer components of a secondary game are displayed,

(b) at least one offer component is selected from the plurality of offer components,

(bc) thereafter, at least one of a plurality of the award values of at least one of a plurality of the awards associated with at least one of the selected offer components is displayed, wherein each of the plurality of awards is statically associated with one of the offer components for a play of the secondary game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits,

(ed) an initial offer is determined ~~and displayed~~ based on a mathematical summation of the award values of all of the awards associated with the selected offer components, wherein said determined initial offer includes a plurality of selected offer components associated with the awards having award values with the same number of digits,

(de) said determined initial offer is displayed,

(f) the player is enabled to accept or reject said ~~determined~~ initial offer, and

(g) said ~~determined~~ initial offer is provided to the player if the player accepts
said ~~determined~~ initial offer, and

(eh) if the player rejects said ~~determined initial offer,~~

(1) a selection of at least one of the ~~sections of the mechanical~~
~~wheel~~ displayed component number modifiers is generated and displayed on said
~~mechanical reel, wherein each section of the mechanical wheel is associated~~
~~with one of a plurality of displayed component number modifiers, and each~~
~~component number modifier has a displayed value,~~

(2) the selection of a number of said selected offer components are
changed, wherein the number of changed offer components is at least one and ~~is~~
based on the value associated with the selected component number modifier ~~of~~
~~the selected section of the mechanical wheel,~~

(3) a subsequent offer is determined and ~~displayed~~ based on a
~~mathematical~~ summation of the award values of all of the awards associated with
the currently selected offer components, wherein the award values of all of the
awards associated with the currently selected offer components are each
independent of the value ~~of~~ ~~associated with~~ the selected component number
modifier ~~of the selected section of the mechanical wheel,~~ and

(4) the subsequent offer is ~~displayed~~ revealed to the player.

Claim 30 (original): The gaming device of Claim 29, wherein the player is enabled to accept or reject said determined subsequent offer.

Claim 31 (original): The gaming device of Claim 29, wherein said plurality of offer components are initially masked.

Claim 32 (cancelled).

Claim 33 (original): The gaming device of Claim 29, wherein each of said plurality of offer components is associated with a probability of being selected.

Claim 34 (original): The gaming device of Claim 33, wherein said probabilities are different based on the award associated with the offer component.

Claim 35 (original): The gaming device of Claim 34, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

Claim 36 (currently amended): The gaming device of Claim 29, wherein when executed by the at least one processor, said plurality of instructions cause the at least one processor to select the award associated with each offer component ~~is selected~~ from a range of awards.

Claim 37 (currently amended): A gaming device comprising:

~~— a plurality of offer components;~~

~~— a plurality of awards, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of a game;~~

~~a mechanical wheel including a plurality of sections, wherein each section displays one of a plurality of different displayed component number modifiers, and at least one of the component number modifiers is associated with a displayed positive value and at least one of the component number modifiers is associated with a displayed negative value;~~

~~at least one display device; and~~

~~at least one input device;~~

~~at least one processor; and~~

~~at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor programmed to operate with said the at least one display device, the at least one input device, and said mechanical wheel, for the a play of the a game, to:~~

(a) ~~display a plurality of offer components,~~

(b) ~~select at least one offer component from the plurality of offer components,~~

(bc) ~~thereafter, display at least one of a plurality of the award values of at least one of a plurality of the awards associated with at least one of the selected offer components, wherein each of the plurality of awards is statically associated with one of the offer components for the play of the game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits,~~

(ed) ~~determine and display an offer based on a mathematical summation of the award values of all of the awards associated with the selected offer components, wherein said determined offer includes a plurality of selected offer components associated with the awards having award values with the same number of digits,~~

- (de) display said determined offer,
- (f) enable a player to accept or reject said determined offer,
- (eg) provide said determined offer to the player if the player accepts said determined offer, and
- (fh) if the player rejects said determined offer:
 - (i1) cause said mechanical wheel to generate and display a selection of at least one of the displayed—component number modifierssections of the mechanical wheel, wherein each section of the mechanical wheel displays one of a plurality of different displayed component number modifiers, and at least one of the component number modifiers is associated with a displayed positive value and at least one of the component number modifiers is associated with a displayed negative value,
 - (ii2) select at least one offer component from said plurality of offer components if the selected-component number modifier of the selected section of the mechanical wheel is associated with a positive value wherein the number of offer components selected is based on the associated positive value,
 - (iii3) deselect at least one of said selected offer components if the selected—component number modifier of the selected section of the mechanical wheel is associated with a negative value wherein the number of deselected offer components is based on the associated negative value,
 - (iv4) determine and display a subsequent offer based on a mathematical summation of the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value associated with the selected—component number modifier of the selected section of the mechanical wheel, and
 - (v5) reveal—display the determined subsequent offer to the player.

Claim 38 (currently amended): The gaming device of Claim 37, wherein when executed by the at least one processor, said plurality of instructions cause the at least one processor ~~is programmed to operate to~~ enable the player to accept or reject said subsequent offer.

Claim 39 (original): The gaming device of Claim 37, wherein said plurality of offer components are initially masked.

Claim 40 (currently amended): The gaming device of Claim 39, wherein when executed by said at least one processor, said plurality of instructions cause the at least one processor ~~is programmed to operate to~~ enable the player to select at least one of said plurality of offer components.

Claim 41 (cancelled).

Claim 42 (original): The gaming device of Claim 37, wherein each of said plurality of offer components is associated with a probability of being selected.

Claim 43 (original): The gaming device of Claim 42, wherein said probabilities are different based on the award associated with the offer component.

Claim 44 (previously presented): The gaming device of Claim 42, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

Claim 45 (currently amended): The gaming device of Claim 37, wherein when executed by the at least one processor, said plurality of instruction cause the at least one processor to select the award associated with each offer component ~~is selected~~ from a range of awards.

Claim 46 (currently amended): The gaming device of Claim 37, wherein when executed by the at least one processor, said plurality of instructions cause the at least one processor to select the value associated with each component number modifier is selected from a range of values.

Claim 47 (original): The gaming device of Claim 37, wherein each of said plurality of component number modifiers is associated with a probability of being selected.

Claim 48 (currently amended): A gaming device comprising:

at least one input device;

at least one display device configured to display a primary game operable upon a wager by a player;

~~— a plurality of offer components in a secondary game;~~

~~— a plurality of awards in the secondary game, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of the secondary game;~~

~~a mechanical wheel including a plurality of sections, wherein each section is associated with one of a plurality of different displayed component number modifiers in the secondary game, and at least one of the component number modifiers is associated with a displayed positive value and at least one of the component number modifiers is associated with a displayed negative value; and~~

~~a triggering event associated with said primary wagering game, wherein after the an occurrence of said a triggering event associated with a play of a primary game, the secondary game is triggered and:~~

(a) a plurality of offer components of a secondary game are displayed;

(b) at least one offer component is selected from the plurality of offer components;

(bc) thereafter, at least one of a plurality of the award values of at least one of a plurality of the awards associated with at least one of the selected offer components is displayed, wherein each of the plurality of awards is statically associated with one of the offer components for a play of the secondary game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits;

(ed) an offer is determined and displayed based on a mathematical summation of the award values of all of the awards associated with the selected offer components, wherein said determined offer includes a plurality of selected offer components associated with the awards having award values with the same number of digits;

- (de) said determined offer is displayed:
- (f) the player is enabled to accept or reject said determined offer;
- (eg) said determined offer is provided to the player if the player accepts said determined initial offer; and
- (fh) if the player rejects said determined offer:
- (i1) a selection of at least one of the sections of the mechanical wheel~~displayed component number modifiers~~ is generated and displayed ~~on said mechanical wheel,~~ wherein each section of the mechanical wheel is associated with one of a plurality of different displayed component number modifiers, and at least one of the component number modifiers is associated with a displayed positive value and at least one of the component number modifiers is associated with a displayed negative value;
- (ii2) at least one offer component from said plurality of offer components is selected if the ~~selected component number modifier of the selected section of the mechanical wheel~~ is associated with a positive value wherein the number of offer components selected is based on the associated positive value;
- (iii3) at least one of said selected offer components of said rejected offer is deselected if the ~~selected component number modifier of the selected section of the mechanical wheel~~ is associated with a negative value wherein the number of deselected offer components is based on the associated negative value;
- (iv4) a subsequent offer is determined ~~and displayed~~ based on a mathematical summation of the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value associated with the ~~selected component number modifier of the selected section of the mechanical wheel~~; and
- (v5) the determined subsequent offer is displayed revealed to the player.

Claim 49 (currently amended): The gaming device of Claim 48, wherein the player is enabled to accept or reject said determined subsequent offer.

Claim 50 (original): The gaming device of Claim 48, wherein said plurality of offer components are initially masked.

Claim 51 (previously presented): The gaming device of Claim 50, wherein the player is enabled to select at least one of said plurality of offer components.

Claim 52 (cancelled).

Claim 53 (original): The gaming device of Claim 48, wherein each of said plurality of offer components is associated with a probability of being selected.

Claim 54 (original): The gaming device of Claim 53, wherein said probabilities are different based on the award associated with the offer component.

Claim 55 (original): The gaming device of Claim 54, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

Claim 56 (currently amended): A gaming device comprising:

~~_____ a plurality of offer components;~~

~~_____ a plurality of awards, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of a game;~~

~~a mechanical wheel including a plurality of sections; wherein each section is associated with one of a plurality of different displayed component number modifiers, and each component number modifier has a displayed value;~~

at least one display device; and

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor programmed to operate with said the at least one display device, the at least one input device, and said mechanical wheel, for the a play of the a game, to:

(a) display a plurality of offer components;

(b) select at least one offer component from the plurality of offer components;

(bc) thereafter, display at least one of the a plurality of award values of at least one of the a plurality of awards associated with at least one of the selected offer components, wherein each of the plurality of awards is statically associated with one of the offer components for the play of the game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits;

(ed) ~~determine and display an offer based on a~~ mathematical summation of the award values of all of the awards associated with the selected offer components, wherein said determined offer includes a plurality of selected offer components associated with the awards having award values with the same number of digits;

(de) display said determined offer;

(f) enable a player to accept or reject said determined offer;

(eg) provide said determined offer to the player if the player accepts said determined offer; and

(fh) if the player rejects said determined offer:

(i1) cause said mechanical wheel to generate and display a selection of at least one of the displayed-component-number-modifierssections of the mechanical wheel, wherein each section of the mechanical wheel is associated with one of a plurality of different displayed component number modifiers, and each component number modifier has a displayed value;

(ii2) select at least one of the unselected offer components from said plurality of offer components or deselect at least one of the selected offer components wherein the number of offer components selected or deselected is based on the value associated with the selected-component number modifier of the selected section of the mechanical wheel;

(3) determine and display a subsequent offer based on a mathematical summation of the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value of the selected-component number modifier of the selected section of the mechanical wheel;-and

(4) display the determined subsequent offer; and

(iv5) enable the player to accept or reject said determined subsequent offer.

Claim 57 (currently amended): A gaming device comprising:

at least one input device;

at least one display device configured to display a primary wagering game operable upon a wager by a player;

~~—— a plurality of offer components in a secondary game;~~

~~—— a plurality of awards in the secondary game, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of the secondary game;~~

~~a mechanical wheel including a plurality of sections, wherein each section is associated with one of a plurality of different displayed component number modifiers in the secondary game, and each component number modifier has a displayed value; and a triggering event associated with said primary wagering game, wherein after an occurrence of said a triggering event associated with a play of a primary game, the secondary game is triggered and:~~

(a) a plurality of offer components of a secondary game are displayed;

(b) at least one offer component is selected from the plurality of offer components;

(bc) thereafter, at least one of the a plurality of award values of at least one of the a plurality of awards associated with at least one of the selected offer components is displayed, wherein each of the plurality of awards is statically associated with one of the offer components for a play of the secondary game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits;

(ed) ~~an offer is determined and displayed based on a~~ mathematical summation of the award values of all of the awards associated with the selected offer components, wherein said determined offer includes a plurality of activated offer components associated with the awards having award values with the same number of digits;

(de) said determined offer is displayed;

(f) the player is enabled to accept or reject said determined offer;

(eg) said determined offer is provided to the player if the player accepts said determined offer; and

(fh) if the player rejects said determined offer:

(i1) a selection of at least one of the sections of the mechanical wheel displayed—component number modifiers—is generated and displayed on—said mechanical wheel, wherein each section of the mechanical wheel is associated with one of a plurality of different displayed component number modifiers, and each component number modifier has a displayed value;

(ii2) at least one of the unselected offer components from said plurality of offer components is selected or at least one of the selected offer components is deselected wherein the number of offer components selected or deselected is based on the value associated with the selected—component number modifier of the selected section of the mechanical wheel;

(iii3) a subsequent offer is determined and—displayed—based on a mathematical summation of the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value of—associated with the selected—component number modifier of the selected section of the mechanical wheel;—and

(iv4) the determined subsequent offer is displayed; and

(5) the player is enabled to accept or reject said determined subsequent offer.

Claim 58 (currently amended): A gaming device comprising:

~~— a plurality of offer components;~~

~~— a plurality of awards, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of a game;~~

~~a mechanical wheel including a plurality of sections; wherein each section is associated with one of a plurality of displayed component number modifiers, and at least one of said component number modifiers is associated with a displayed positive value and at least one of said component number modifiers is a change component modifier associated with a displayed value;~~

~~at least one display device; and~~

~~at least one input device;~~

~~at least one processor; and~~

~~at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor programmed to operate with said the at least one display device, the at least one input device, and said mechanical wheel, for the a play of the a game, to:~~

(a) ~~display a plurality of offer components;~~

(b) ~~select at least one offer component from the plurality of offer components;~~

(bc) ~~thereafter, display at least one of the a plurality of award values of at least one of the a plurality of awards associated with at least one of the selected offer components, wherein each of the plurality of awards is statically associated with one of the offer components for the play of the game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits,~~

(ed) ~~determine and display an offer based on a mathematical summation of the award values of all of the awards associated with the selected offer components, wherein said determined offer includes a plurality of selected offer components associated with the awards having award values with the same number of digits;~~

- (de) display said determined offer;
- (f) enable a player to accept or reject said determined offer;
- (eg) provide said determined offer to the player if the player accepts said determined offer; and

(fh) if the player rejects said determined offer:

(i1) cause said mechanical wheel to generate and display a selection of at least one of the ~~displayed-component-number-modifiers~~sections of the mechanical wheel, wherein each section of the mechanical wheel is associated with one of a plurality of displayed component number modifiers, and at least one of said component number modifiers is associated with a displayed positive value and at least one of said component number modifiers is a change component modifier associated with a displayed value-;

(ii2) select at least one offer component from said plurality of offer components if the ~~selected-component number modifier of the selected section of the mechanical wheel~~ is associated with a positive value wherein the number of offer components selected is based on the associated positive value;

(iii3) change at least one of the selected offer components by deselecting at least one of the selected offer components and selecting at least one of said unselected offer component from the plurality of offer components if said ~~selected-component number modifier of the selected section of the mechanical wheel~~ is associated with said change component modifier wherein the number of changed offer components is based on the value associated with the change component modifier; and

(iv4) determine and display a subsequent offer based on a mathematical summation of the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value associated with the ~~selected-component number modifier of the selected section of the mechanical wheel~~.

Claim 59 (previously presented): The gaming device of Claim 58, wherein at least one of said component number modifiers is associated with a negative value.

Claim 60 (currently amended): The gaming device of Claim 59, wherein when executed by the at least one processor, said plurality of instructions cause said at least one processor is programmed to ~~operate to~~ deselect at least one of said selected offer components if the selected component number modifier is associated with the negative value wherein the number of selected offer components deselected is based on the associated negative value.

Claim 61 (currently amended): The gaming device of Claim 58, wherein when executed by said at least one processor, said plurality of instructions cause the at least one processor is ~~programmed to operate to~~ enable the player to accept or reject said determined subsequent offer.

Claim 62 (currently amended): A gaming device comprising:

at least one input device;

at least one display device configured to display a primary wagering game operable upon a wager by a player;

~~— a plurality of offer components in a secondary game;~~

~~— a plurality of awards in the secondary game, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of the secondary game;~~

~~a mechanical wheel including a plurality of sections, wherein each section is associated with one of a plurality of displayed component number modifiers in the secondary game, and at least one of said component number modifiers is associated with a displayed positive value and at least one of said component number modifiers is a change component modifier associated with a displayed value; and~~
~~a triggering event associated with said primary wagering game, wherein after the an occurrence of said a triggering event associated with a play of a primary game, the secondary game is triggered and;~~

(a) a plurality of offer components of a secondary game are displayed;

(b) at least one offer component is selected from the plurality of offer components;

(bc) thereafter, at least one of the a plurality of award values of at least one of the a plurality of awards associated with at least one of the selected offer components is displayed, wherein each of the plurality of awards is statically associated with one of the offer components for a play of the secondary game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits;

(ed) an offer is determined and displayed based on a mathematical summation of the award values of all of the awards associated with the selected offer components, wherein said determined offer includes a plurality of selected offer components associated with the awards having award values with the same number of digits;

- (de) said determined offer is displayed;
- (f) the player is enabled to accept or reject said determined offer;
- (eg) said determined offer is provided to the player if the player accepts said determined offer; and
- (fh) if the player rejects said determined offer:
- (i1) a selection of at least one of the sections of the mechanical wheel displayed—component number modifiers—is generated and displayed on—said mechanical wheel, wherein each section of the mechanical wheel is associated with one of a plurality of displayed component number modifiers, and at least one of said component number modifiers is associated with a displayed positive value and at least one of said component number modifiers is a change component modifier associated with a displayed value;
- (ii2) at least one offer component is selected from said plurality of offer components if the selected-component number modifier of the selected section of the mechanical wheel is associated with a positive number wherein the number of offer components selected is based on the associated positive value;
- (iii3) at least one of the selected offer components that forms the rejected offer is deselected and at least one of said unselected offer components is selected from the plurality of offer components if said selected—component number modifier of the selected section of the mechanical wheel is associated with said change component modifier wherein the number of changed selected offer components is based on the value associated with the change component modifier; and
- (iv4) a subsequent offer is determined and displayed based on a mathematical summation of the award values of all of the awards associated with the modified selected offer components, wherein the award values of all of the awards associated with the modified selected offer components are each independent of the value associated with the selected—component number modifier of the selected section of the mechanical wheel.

Claim 63 (previously presented): The gaming device of Claim 62, wherein at least one of said component number modifiers is associated with a negative value.

Claim 64 (previously presented): The gaming device of Claim 63, wherein at least one of said selected offer components that forms the rejected offer is deselected if the selected component number modifier is associated with the negative value wherein the number of selected offer components deselected is based on the associated negative value.

Claim 65 (currently amended): The gaming device of Claim 62, wherein the player is enabled to accept or reject said determined subsequent offer.

Claim 66 (currently amended): A gaming device comprising:

~~— a plurality of offer components, wherein each of said offer components has an activated and a deactivated state;~~

~~— a plurality of awards, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of a game;~~

at least one display device; and

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor programmed to operate with said the at least one display device and the at least one input device, for the a play of the a game, to:

(a) display a plurality of offer components, wherein each of said offer components has an activated and a deactivated state;

(b) activate at least one offer component from the plurality of offer components;

(bc) thereafter, display at least one of the a plurality award values of at least one of the a plurality of awards associated with at least one of the activated offer components, wherein each of the plurality of awards is statically associated with one of the offer components for the play of the game, each of said plurality of awards has an award value greater than zero, and a plurality of said award values have a same number of digits;

(ed) form an offer based on a mathematical summation of the award values of all of the awards associated with the activated offer components, wherein said determined offer includes a plurality of activated offer components associated with the awards having award values with the same number of digits;

(de) enable a player to accept or reject said offer;

(ef) provide said offer to the player if the player accepts said offer; and;

(fg) if the player rejects said offer:

(i) display a determination of at least one of a plurality of numbers of activated offer components to change;

(ii) change the state of said determined number of activated offer components; and

(iii) form a subsequent offer based on a summation of the award values of all of the awards associated with the currently activated offer components, wherein the award values of all of the awards associated with the currently activated offer components are each independent of the determined number of activated offer components.

Claim 67 (currently amended): A gaming device comprising:

at least one input device;

at least one display device configured to display a primary wagering game
operable upon a wager by a player;

~~— a plurality of offer components in a secondary game, wherein each of said offer components has an activated and a deactivated state;~~

~~— a plurality of awards in the secondary game, wherein each of said awards has an award value greater than zero, a plurality of said award values have a same number of digits, and each of said awards is statically associated with one of the offer components for a play of the secondary game; and~~

~~a triggering event associated with said primary wagering game, wherein after the~~
upon an occurrence of said a triggering event associated with a play of a primary game,
~~the secondary game is triggered and:~~

(a) a plurality of offer components of a secondary game are displayed,
wherein each of said offer components has an activated and a deactivated state;

(b) at least one offer component from the plurality of offer components is
activated;

(bc) thereafter, at least one of the a plurality of award values of at least one of
the a plurality of awards associated with at least one of the activated offer components
is displayed, wherein each of the plurality of awards is statically associated with one of
the offer components for a play of the secondary game, each of said plurality of awards
has an award value greater than zero, and a plurality of said award values have a same
number of digits;

(ed) an offer is formed based on a mathematical summation of the award
values of all of the awards associated with the activated offer components, wherein said
determined offer includes a plurality of activated offer components associated with the
awards having award values with the same number of digits;

(de) the player is enabled to accept or reject said offer;

(ef) said offer is provided to the player if the player accepts said offer; and;

(fg) if the player rejects said offer;

(i) a determination of at least one of a plurality of displayed numbers of activated offer components to change is displayed;

(ii) the state of said determined number of activated offer components is changed; and

(iii) a subsequent offer is formed based on a mathematical summation of the award values of all of the awards associated with the currently activated offer components wherein the award values of all of the awards associated with the currently activated offer components are each independent of the determined number of activated offer components.